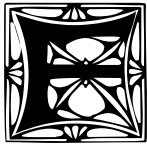


LAND-BASED POWERS

I sell here, Sir, what all the world

desires to have - Power!

-Matthew Boulton



Fiends acquire land-based powers through the use of power rituals, as in Chapter Five of the *Ravenloft Campaign Setting* book. Each domain grants a unique power to fiends that successfully perform power rituals within their borders. Samples of those powers are given in the list below. Unless otherwise noted all land-based powers are considered supernatural powers, and saves against all land-based powers are made at a DC equal to 10 + 1/2 fiend's Hit Dice + fiend's Charisma modifier. Unless otherwise noted, activating a particular power is a standard action.

Barovia (Obscuring Mist): The fiend can create an *obscuring mist* within its reality wrinkle at will. This mist has the same effect as the spell, save that it lasts until dismissed by the fiend. The fiend is unhampered by the mist.

Blaustein (Domination): At will, the fiend can force those around it to carry out its desires. The fiend can either affect as many people as it desires with a *command* spell, lasting 1 round per hit dice of the fiend, or focus its attentions on 1 person, affecting them with *dominate person* for 1 day per hit dice. All victims receive a Will save to resist the effect.

Borca (Poison Touch): Once per day the fiend can poison a living creature by making a successful touch attack. This virulent poison is identical in effect to black lotus extract (see *Poison* in the *DMG*).

Darkon (Forget): Once per day the fiend can cause all creatures within its reality wrinkle to forget all events of the past 24 hours if they fail a Will save. Any mind-affecting spells that were influencing the affected creatures are dispelled by this effect.

Dementlieu (Mass Charm): Once per day, the fiend can invoke a variation of the *mass charm* spell. All humanoids of Medium-size or smaller in the fiend's reality wrinkle are affected as though the fiend had cast *charm person* on them. A successful Will save negates the effects. There is no limit to the

number of creatures the fiend can have charmed in this manner at one time. The charm lasts one hour for every Hit Die the fiend has, or until the target is outside the fiend's reality wrinkle.

Demise (Petrification Gaze): Once per day, the fiend can make a gaze attack. Those who meet its gaze are petrified.

Domina (Cause Insanity): Once per day, the fiend can drive one creature in its reality wrinkle mad. It can choose to afflict them with revulsion, a phobia, delusion, depression or hallucinations (see *Madness* saves in Chapter Three of the *Ravenloft Campaign Setting* book). The madness is permanent until cured. If the fiend can somehow remain in mental contact the its victim for a full 24 hours, they do not receive a save against the ability.

Falkovnia (Rage): Once per day, the fiend can enter a rage, as a 15th level barbarian, for 1 rd per hit dice.

Forlorn (Time Shift): At will, the fiend can displace itself in time. It gains an Initiative bonus of 1d10-1d6; each round it can roll again or keep the value as it desires.

Hazlan (Detect Magic): The fiend is constantly aware of any magic cast within its reality wrinkle. It knows the precise location of the casting, and which spell was cast.

Invidia (Corrupt Life): At will the fiend can cause all plant life within its reality wrinkle to shrivel and die. Animals will seek to flee the fiend's reality wrinkle the moment this power is used, but its use causes them no lasting harm.

Isle of Ravens (Fly): The fiend gains the exceptional ability to fly, at a speed of 40 feet and good manoeuvrability. If it can already fly, its speed increases by 20 feet, and its manoeuvrability increases to good (if it is not already good or perfect).

Kartakass (Siren Song): Once per day, the fiend can sing a soft, melodic song that is carried throughout its reality wrinkle. All who hear the song are affected as though a sleep spell had been cast on them. A successful Will save negates the effect. There is no limit to the number of creatures that can be affected by this spell.

Keening (Wail of the Banshee): Once per day the fiend can wail, killing 1 creature per hit dice. Those closest to it are affected first. Victims can make a Fort save to resist the effect.

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Lamordia (Hyper-regeneration): The fiend begins healing at an amazing rate whenever its hit points fall to 0 or lower. The fiend regains 10 hit points a round until fully healed.

Liffe (Incompetence): This power can affect as many people in its reality wrinkle as the fiend wants. Once per day, the fiend can impose a –4 competence penalty to the highest ability score of its victims. The penalty lasts for 1 round per hit dice of the fiend.

L'île de la Tempête (Hypnotism): At will, the fiend can *hypnotise* all those within sight of it. Victims gain a Will save to resist this effect.

Markovia (Create Broken One): With a touch, the fiend can transform any living being that fails a Fort save into a broken one. The broken one acts as though permanently *charmed* by the fiend. It can use this ability once per day.

Mordent (Phantom Shift): At will, the fiend can create a phantom shift within its reality wrinkle. All creatures within the reality wrinkle are able to see and touch ethereal resonance. This effect lasts until the fiend dispels it.

Necropolis (Slay Living): Once per day, the fiend can cast *power word, kill*.

Nocturnal Sea (Dominate Undead): The fiend can control 1 undead creature, as though it were a human who had been affected by *dominate person*. The effect lasts 1 day per hit dice of the fiend, and it can use the ability at will. It cannot affect darklords or undead directly controlled by them.

Nova Vassa (Inner Turmoil): Once per day, the fiend can splinter the barriers between the good and evil parts of a person's psyche, causing them to swing wildly from extreme to extreme and stopping them from focusing. They effectively become *confused* for 1 hour per hit dice of the fiend.

Richemulot (Dominate Animals): Once per day, the fiend can force all the animals belonging to a single species (e.g. rats) in its reality wrinkle to obey its will for 1 round per hit dice. Animals, unless they are familiars or animal companions, do not get a save.

Sea of Sorrows (Geas): Once per day, the fiend can force any creature in its reality wrinkle to carry out a task for it, as though they were affected by a *geas* spell. The victim can make a Will save to avoid what would undoubtedly be a horrific assignment.

Shadow Rift (Deeper Darkness): At will, the fiend can darken the area around it. It can affect a circle of land of any radius, up to the limit of its reality wrinkle. At the limits of the affected area, the light is no more than a murky twilight; at the centre, it is as deep as a *deeper darkness* spell. The gloom lasts as long as the fiend desires, and doesn't affect the demon.

Sithicus (Shadowform): Three times per day, the fiend can transform itself into a creature of shadow. It becomes incorporeal and gains a flight speed of 40 feet (good). It can still use all of its mental abilities

while in shadowform. The ability lasts up to 1 hour per hit dice each time it is used.

This power has only been available since the year 752 BC, when the original Lord of Sithicus vanished. Some fiends retain the original land-based power of *Modify Memory*. At will, the fiend can change or remove up to 10 minutes from the memory of the creature touched. The victim gains a Will save to resist the effect.

Tepest (Spell-like Abilities): The fiend gains 2 spell-like abilities of level 3 or lower, selected from the Druid and Sorcerer/Wizard spell lists. The fiend can use these abilities 3 times per day. It can choose spells that it already has access to; in this case, it simply gains 3 more uses per day of that power.

Valachan (Polymorph Touch): Once per day, the fiend can cast *polymorph other* on a successful touch attack. The victim is permanently transformed if they fail a Fort save; if they pass, they are only transformed for 1 round per hit dice of the fiend.

Vechor (Alter Reality): The fiend can affect the general nature of the land within its reality wrinkle at will. For example, it can alter the weather, cause minor cosmetic changes to a building, create an "eerie feeling" in an area, or make plants seem sick and wasted. This is largely a cosmetic change with few game effects. However, with enough concentration the fiend can permanently alter reality in a small area – causing the ground to crack open, buildings to decay or change position, etc. Such permanent changes are draining for the fiend; if it uses this ability to cause considerable changes to its surrounds, the land-based power cannot be used for another week while the fiend recovers.

Verbrek (Mass Polymorph): Once per day, the fiend can create a mass polymorph effect. All humanoids of Medium-size or smaller are affected as though a *polymorph other* spell had been cast on them. A successful Will save negates the effect. Failure means that the target is transformed into an animal of the fiend's choice. All targets are transformed into the same type of animal. The effect lasts one round per Hit Die of the fiend, or until the target leaves the fiend's reality wrinkle.

Bluetspur (Mindblast): Three times per day, the fiend can unleash a mindblast around itself in a burst with a radius of 10' per Hit Dice. Anyone caught in this burst must make a Will save or be paralysed for 3d4 rounds. Those who fail their save by 10 or more must also make a Madness check.

G'Henna (Cause Hunger): Once per day, the fiend can cause all creatures within its reality wrinkle to become insatiably hungry and thirsty if they fail a Will save. Those who fail the save are compelled to seek out and consume all food and drink they can find. They are only compelled to consume that which is actually edible, and are not compelled to consume that which they know to be poisoned. They are not compelled to act violently to satisfy this craving,

though they might resort to theft. The effect lasts one round per Hit Die of the fiend, or until the target leaves the fiend's reality wrinkle.

Kalidnay (Desiccate): Once per day, the fiend can cast *horrid wilting*, affecting a radius of 10' per Hit Dice around it.

Nightmare Lands (Control Dreams): The fiend can affect the dreams of a single person within its reality wrinkle. If the victim fails their Will save, the fiend can influence their dreams however it desires. Common effects might be to copy the effects of a *dream* or *nightmare* spell, influence the message contained in another caster's *dream* spell, or to drive their victim mad.

Nosos (Putrefy): Once per day, the fiend can cause any food or drink within its reality wrinkle to become rotten and filthy. This can affect anywhere between a single flask and every item of food in the wrinkle. No nutrition can be got from the food; water is stagnant and flat, and doesn't quench thirst. Those who eat it must make a Fort save (DC 11) or contract Filth Fever. Magical potions, holy water and food that has been blessed or conjured by divine magic are unaffected.

Odaire (Improved Possession): The fiend is more adept at possessing other people. Whenever it attempts to take possession of someone, the DC of the save increases by 4 due to the fiend's increased competence. Also, the fiend can possess people without a focus or fetish, but retain complete control over the victim's body. The victim's soul is trapped in their body while the fiend is in control, completely powerless to stop it, but able to remember what the fiend makes them do.

Rokushima Tayoo (Cause Strife): Once per day, the fiend can affect any number of people within its reality wrinkle with a *symbol of discord*. Victims may attempt a Will save to resist the effect.

Scaena (Illusion): At will, the fiend can cast *major image*, affecting as much or as little of its reality wrinkle as it desires.

Souragne (Animate Dead): Once per day, the fiend can animate up to twice its Hit Dice in undead (usually skeletons or zombies). These undead are completely loyal to the fiend. The fiend can only ever have up to twice its Hit Dice in undead animated by this ability, although these minions don't count towards limits imposed by other abilities.

Staunton Bluffs (Ethereal Jaunt): Three times per day, the fiend can cast *ethereal jaunt*.

Har'Akir (Disease Touch): At will, the fiend can inflict a disease upon living creatures with a successful touch attack. The disease is identical in effect to devil chills (see *Disease* in the *DMG*).

Pharazia (Face of Evil): At will, the fiend can either *cause fear* or *charm person* everyone that can see its face. The fear lasts 1 round per hit dice, and the charm lasts 1 hour per hit dice.

Sebu (Detect Life): This ability is always in effect. The fiend knows the location of everything with a beating heart in its reality wrinkle. With a standard action, it can identify a particular life force. (For example, the fiend can sense that there are three living creatures within thirty feet of it. With a moment's concentration, it can discover the race, class and sex of any of those heartbeats. If it has met one of them before, it can distinguish them from another person of the same race, class and gender).

Sanguinia (Drain Humors): The fiend's tongue becomes grotesquely enlarged and a massive bony spur forms on its end. This mutation is present regardless of the form the demon takes; even polymorphing magic can't give the fiend a normal tongue. It becomes almost impossible for the fiend to speak normally.

However, the fiend's new tongue is prehensile and can be used to make missile attacks. If the fiend forgoes its normal attacks that round, it can instead attack with its tongue at its normal missile attack bonus. The tongue has a maximum range of 10 feet. The tongue drains the vital fluids from whatever region it strikes, doing 1d4 permanent Constitutional damage.

Vorostokov (Alter Temperature): The fiend becomes able to alter the temperature in its reality wrinkle, turning the fiery air of a furnace into the chill of a blizzard and vice versa. The fiend can change the temperature from extremely cold to cold to temperate to hot to extremely hot (These conditions are described under Hot and Cold Dangers in Chapter Three of the *DMG*). Each change requires a standard action. Thus, it would take 5 rounds to turn an extremely hot area to extreme cold.

Avonleigh (Invisibility): The fiend can turn *invisible* at will, for as long as it wants. Actions that would dispel *invisibility*, like making an attack, disrupt the spell normally, but the fiend can renew it as a standard action.

Nidala (Conversion): Once per week, if the fiend is able to communicate with someone for 10 minutes without being interrupted, it can convert them to its alignment if they fail a Will save. This communication may be verbal or purely mental.

Shadowborn Manor (Animate Objects): Once per day, the fiend can animate all the objects within 50' per hit dice (to the limit of its reality wrinkle). Swords fly through the air, ropes lash like snakes, and tables walk. The effect lasts one round per hit dice of the fiend, during which the animate objects obey the fiend's mental commands.

Saragoss (Instil Paranoia): Once per day, one person in the fiend's reality wrinkle instantly and permanently becomes convinced that everyone around them is plotting against them, and keeping the things it needs hidden from it. See the description in Chapter Three of the *Ravenloft Campaign Setting*. In many cases, the paranoid eventually shifts

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alignment to neutral or chaotic evil. The victim may attempt a Will save to resist this effect.

Sri Raji (Fear gaze): Any who meet the fiend's gaze must make a Fear save or be panicked for 1 round per hit dice of the fiend. It can activate this ability at will.

Wildlands (Steal Abilities): Once per day, the fiend can steal any one feat or supernatural or extraordinary ability from a person it touches, if they fail a Will save. The fiend can use this ability freely for 1 hour per hit dice; at the end of this time, the ability returns to the victim (who is unable to use the ability while it has been stolen). Memorised spells,

spell-like abilities, the ability to turn undead, familiars and animal companions cannot be stolen in this way. Fiends also avoid stealing abilities from good priests and paladins.

Paridon (Aura of Terror): At those within 20 feet per hit dice of the fiend are frightened for 2d4 rounds if they fail a Fear save.

Timor (Compression): The fiend gains the ability to squeeze itself through tiny spaces, according to the table below. Any fiend can move through any hole at least 3 feet in diameter at their normal speed. For holes of smaller diameter, the rate is reduced.

Hole diameter	Time taken to move 10 feet through hole			
	Huge Demons	Large Demons	Medium Demons	Small Demons
3 feet	Move-equivalent	Move-equivalent	Move-equivalent	Move-equivalent
2 feet	Full round	Move-equivalent	Move-equivalent	Move-equivalent
1 foot	Two rounds	Full round	Move-equivalent	Move-equivalent
6 inches	Five rounds	Two rounds	Full round	Move-equivalent
4 inches	-	Five rounds	Two rounds	Full round
2 inches	-	-	Five rounds	Two rounds
1 inch	-	-	-	Five rounds

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